

EXHIBIT C
Marked up copy of claims showing claim amendments

1. An interactive toy [for exploring emotional experience] that symbolically represents emotions through visual and linguistic means and that may further be used in play to represent emotions kinesthetically, comprising:
 - (a) a plurality of playpieces, each playpiece [corresponding to] being generally symbolic of a particular emotion both visually and linguistically; and
 - (b) a container comprising a storage chamber into which the playpieces may be independently stored or withdrawn during the course of play thereby providing the opportunity for emotions to be kinesthetically represented.
2. The interactive toy of claim 1, wherein each playpiece is generally visually symbolic of a particular emotion by virtue of the inclusion of unique visual indicia generally symbolic of the emotion, such as color scheme, shape, graphic information or combinations thereof. [comprises one or more unique indicia of the particular emotion corresponding to such playpiece.]
3. The interactive toy of claim [2] 1, wherein each playpiece is generally linguistically symbolic of a particular emotion by virtue of the inclusion of unique linguistic indicia, such as text information. [the unique indicia is selected from text information, texture, color scheme, shape, graphic information, and combinations thereof.]
4. The interactive toy of claim 1, wherein the playpieces comprise a first playpiece [corresponding to] generally symbolic of love, a second playpiece [corresponding to] generally symbolic of sadness [sad], a third playpiece [corresponding to] generally symbolic of happiness, a fourth playpiece [corresponding to] generally symbolic of anger [mad], and a fifth playpiece [corresponding to being scared] generally symbolic of fear.

6. The interactive toy of claim 4, wherein the [sad] playpiece generally symbolic of sadness is tear drop-shaped.

7. The interactive toy of claim 4, wherein the [happy] playpiece generally symbolic of happiness is sun-shaped.

8. The interactive toy of claim 1, wherein the [mad] playpiece generally symbolic of anger is fire-shaped.

9. The interactive toy of claim 1, wherein the [scared] playpiece generally symbolic of fear is ghost-shaped.

13. A method of exploring emotional experience, comprising the steps of:

- (a) providing a toy comprising a plurality of playpieces, each playpiece [corresponding to] being generally symbolic of a particular emotion both visually and linguistically, and a container comprising a storage chamber into which the playpieces may be independently stored or withdrawn during the course of play; and
- (b) interacting with the toy thereby providing the opportunity for emotions to be kinesthetically represented.